

LOADING INSTRUCTIONS

To Load FROST BYTE you must enter I CPM.

AMSTRAD CONTROLS

All the keys are user definable from the menu screen.

Default keys:

O = LEFT

SPACE = FIRE

P = RIGHT

A = USE

Q = JUMP

JOYSTICK CONTROLS

FORWARDS = JUMP

BACKWARDS = USE

FIRE BUTTON =

FIRE

LEFT = LEFT

RIGHT = RIGHT

In order to reset the game during play press ESCAPE and DELETE together.

THE GAME

You control a little character that moves by turning end over end. His name is Hickey.

Hickey is capable of using three objects to extend his range of movement during the game. These will consist of small diamond shapes "Sweets" that Hickey can eat. These come in three colours and effects.

1. Red :- Allows you to move faster
2. Blue :- Allows you to jump higher
3. Green :- Allows you to fall further

You cannot use a sweet until you have picked it up and pressed the USE key. The effect generated will last until you pick up another object or use another object, after that the effect will cease.

During the game there will be times when you need to jump higher or fall further than you can, even if using a blue or green 'sweet'. In order to help you there will be spring platforms to enable you to jump higher; and mattresses to fall onto.

The display panel will be split into three windows. In the first window is the Object that you are holding; in the middle window is your Status Display and the third displays your remaining Lives.

STATUS DISPLAY

On the bottom is a display of the "Twang" remaining on this level. This is the time left before the captured Kreezer on this level is eaten. If this timer runs out the game is lost.

Top left is your score, displayed in numeric and graphical format.

The middle of the display informs you of how many Kreezers are yet to be rescued.

Far right is your ammunition.

Many of the monsters are deadly and a life will be lost on contact with them. You have five lives to begin with and will be given chances during the game to gain extra lives.

To increase your ammunition you can use various objects which can be found scattered around the caverns.